
Title: A Gargish Guide

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On a bright day on the
Dagger Isle in the office
of Dryzzid, I was given
the task of completing a
thesis on the lives,
habits, and to confirm all
this nonsense about them
or not.

On the first day of
my quest, I took
simple steps to try
and slink around their
main habitat. I
stepped through the
gate into Ilshenar and
walked to their
mountain stronghold.
I was very surprised
when I wasnt even
greeted by so much as
a glance. As a
matter of fact, no
gargoyles were to be
seen at all. I
countinues through,
looking, studying their
homes and tents, only
to find that I had
come a little early in
the morning. As they
began to awake, I
quickly turned and
fled into the shadows.

I continued to
observe them for the
rest of the week
there, scrutinizing
every motion they
made, every
conversation that was
had, every spell cast,
every purchase made.
After many days and
nights, I finally began
to understand their
social structure. The
Gargish young must
undergo several tests

to determine which
sect they fit into.
The strong are
guards, then warriors
and so on untill
finally, the weak are
shopkeepers. I find
it most amusing, yet
very intelligent that
they have the sense to
heal each other in
battle. Aside from
not being able to flee
their little prison,
the gargoyles do not
seem to be very
unhappy. Perhaps it
is because they cannot
think on their own,
but then again, who is
to say. So,

gargoyles are actually
quite similar to the
living and their
society in that they
communicate together,
they protect each
other, they heal each
other, and they will
defend their homes
with either their
brute strength, or
their powerful magics.

Aside from the
occasional journey into
the realm of Britania,
most gargoyles spend
their entire lives
within their
stronghold in the
mountains of Ilshenar
defending what, who
knows....After I finally
found that I had
discovered all I needed
too, I packed up my camp
and decided to pay a
visit to a shopkeeper. I
bought both of the
books he had available,
but I did not read
them. While they
are truly intelligent
beings, for monsters,
they did not live up
to the non-sense that
was billed of them...
Sometimes all it

takes to show them
how its done is to
carry with you three
things: a smile, a
stern word, and
backup. (End)

BAILOS,
Necromancer of the
Ebon Skull.....